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## Editorial Board Mathematical Games Section

**Aims and Scope.** This section is devoted to, but not restricted to, the mathematical and computational analysis of games. It covers *multi-person games*: geometrical, combinatorial, positional, probabilistic, random, recursive and Ramsey-type games, games with perfect and imperfect information, games with and without chance moves and games against Nature as well as infinite games; *one-person games*: puzzles, pebbling, tiling and others; *zero-person games*: cellular automata and others. It also covers connections or applications of games to areas such as complexity, graph and matroid theory, networks, coding theory, logic and surreal numbers.

Papers describing and analyzing algorithms or computer programs related to games are welcome. Only papers with original and nontrivial mathematical contents will be considered for publication.

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